Subject: Re: HOW TO Conduct a cheat-test : Advice for moderators
Posted by Crimson on Wed, 10 Jan 2007 21:12:00 GMT

You should have made your video or done your testing in a private server with willing participants... that's what everyone else does.

My way of testing cheaters kind of involves cheating yourself... but if you're a server owner than you have no one to answer to but yourself.

Basically, you create an objects.ddb file with tracers activated on all the guns, different colors for the alt-fire. Then, if you tell the player to right click and the tracer is clearly the left-click color, then you can say "no, your OTHER right-click" and they will know they are busted because you know which button they're pushing. Of course, to do this, you have to "cheat" by loading a custom objects.ddb file, and tracers are a huge advantage so you'd want to leave again and come back without the objects file loaded if you want to play, but I have used this several times on my server when I'm watching from IRC and someone is complaining about a cheater. I've busted people taking out the C-130 by watching when a tracer hits the plane and it disappears, and following the line to its source.